Basic Goals:

Examine the new checkpoint requirements and come up with a plan of attack.

Assigning each team member a task.

Plan Breakdown:

1. Reading the file .mze
   1. Creating an error window
      1. Using: JOptionPane.showMessageDialog
   2. Organizing the data based on each tile id number
      1. From file breakdown in notes checkpoint 3.
2. Convert line data from raw binary to floats
   1. Converting floats into Line2D objects
3. Draw line data to each tile
   1. Pulling from data in part 1.b
   2. Adjust sizing so that each tile lines up neatly
   3. From instructions: tiles are 100 by 100 size
4. Update UML document and planning document
5. Fixing issues from last checkpoint
   1. No anonymous classes
   2. Make sure center grid has outlines on empty grid spaces
      1. Similar to showActive in tileObject

Tasks breakdown:

Yun Chi on part 1.

Ben on part 2.

Matt on part 3, 4.

Tristan on part 4, 5 plus refactoring / cleaning up code.

Bryce on research for all parts.